

Section II. AMMUNITION

2.3. Identification

a. *Cartridge.* The base of each cartridge case is marked with the nomenclature and ammunition lot number as shown in figure 1-1. The 1/4-inch wide red band on the gray projectile indicates that the CS filling is a nonpersistent-effect irritant agent. The cartridge nomenclature is also marked in red on the projectile.

NOTE

The ammunition lot number and nomenclature may be marked on the side of the cartridge case, instead of on its base.

b. *Packing Box.* The wood packing box is marked with nomenclature, weight, cubic feet, and National Stock Number. The box is also marked on diagonally opposite edges with a red stripe and a brown stripe on a gray background. The red stripe signifies that the box contains a nonpersistent-effect irritant agent. The brown stripe signifies a low explosive.

2.4. Safety Precautions

a. Cartridges must be free of sand, mud, grease, moisture, ice or other foreign matter when loaded into an M79 grenade launcher or M203 grenade launcher attached to an M16A1 rifle.

b. A damaged, corroded, or separated cartridge shall not be fired. Friendly personnel must never be immediately forward of the muzzle of a launcher.

c. Cartridges shall not be dropped. If the cartridge accidentally functions, the cartridge-case and/or projectile will cause injury to personnel in its path.

d. The CS cloud is irritant in nature and will temporarily incapacitate unmasked personnel. Make sure that masks are worn by the firer and friendly troops who may be exposed to the CS cloud either in enclosed areas or downwind of the impact area.

e. Any time a cartridge fails to fire, keep the muzzle end of the launcher on target. Keep all friendly personnel clear of the muzzle end of the launcher.

f. Always wait 30-seconds before unloading a cartridge that has failed to fire.

g. Refer any damaged or misfired ammunition to Explosive Ordnance Disposal (EOD) personnel.

h. Do not handle fired projectiles. Notify Explosive Ordnance Disposal (EOD) personnel of the quantity and location of projectiles.